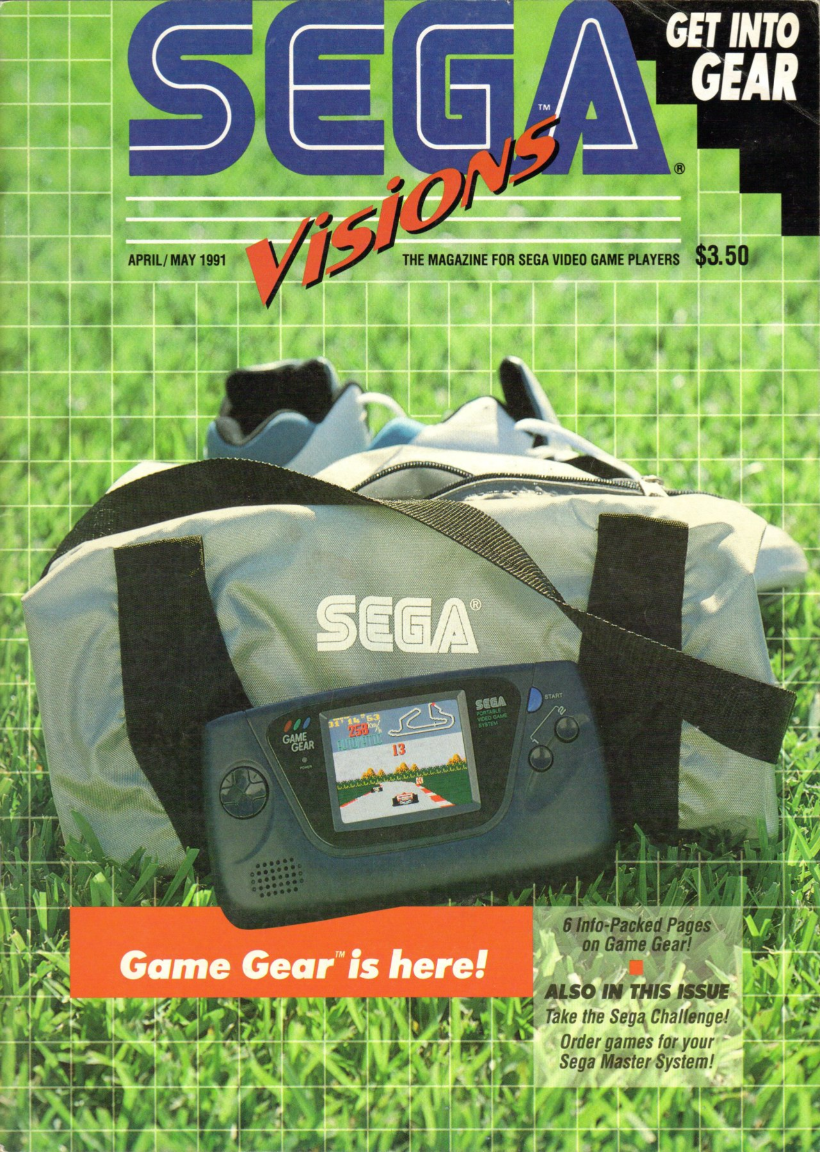
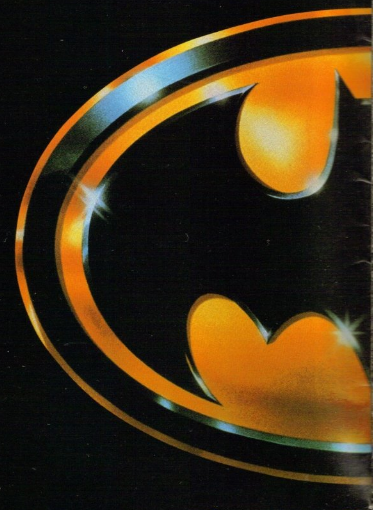


SEGA
Visions
GET INTO GEAR
APRIL/ MAY 1991
THE MAGAZINE FOR SEGA VIDEO GAME PLAYERS
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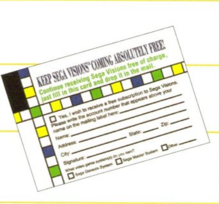
Licensed by Sega Enterprises, LTD. for play on the Sega™ Genesis™ System.





GAME GEAR BURSTS UPON THE SCENE - PAGE 21

TAKE THE SEGA CHALLENGE ON PAGE 35



HOW TO KEEP YOUR VISIONS COMING - FREE! SEE PAGE 37



Hello, Sega Gamers:

We've noticed an interesting contradiction in our loyal gamers: Sega players are fanatic about their video game systems, sticking with a tricky challenge until they forge their way to victory. On the other hand, you gamers are active and always on the go. How to satisfy both needs? Easy! A portable system!

And so Sega Game Gear was born. Our new color hand-held is hitting the U.S. by storm. Just as it took Japan by storm last fall -- Japanese gamers snapped up more than 40,000 in the first two days Game Gear hit the stores!

People just can't put Game Gear down. That's the whole idea. It's got high resolution, a ton of color, arcade-type graphics, stereo sound, and options that, among other things, turn it into a mini-TV set.

If you're thinking about a hand-held system, Game Gear should be your hands-down choice. Game Gear has a big 3.2" screen, color that will knock your eyes out, and graphics and animation that will stand up to your home video game system. Plug in headphones, and you've got stereo sound as well.

By the end of the year, we'll have at least 20 games out for you to play on Game Gear, which comes with the challenging puzzle game *Columns*. VISIONS will review and report on Game Gear cartridges as they appear, starting with this issue.

Game Gear is starting to show up in selected cities this spring, and will be available nationwide by early summer. But don't wait until you see it in the stores to discover what the excitement's all about — read all about Game Gear now on page 21.

In other news, Sega's going like gangbusters with everything any true gamer could want: the 8-bit Master System II, the 16-bit Genesis system, as well as our new hand-held Game Gear portable system. Sports games, action, adventure, simulation, fantasy, puzzle games, and more. That's why everyone now agrees that "Sega Does It All." And VISIONS tells all — strategies, reviews, sneak previews, and all the news that's fit to print. We're even taking a little more space this issue to answer your questions. And of course, Niles Nemo is back in another pizza-induced adventure in Segaland.

Hang on, Segaphiles! VISIONS is your ticket to a knockout year of video game breakthroughs!

Al Nilsen & Bob Harris
Publishers



VOL 1 ISSUE 4 APRIL/MAY 1991

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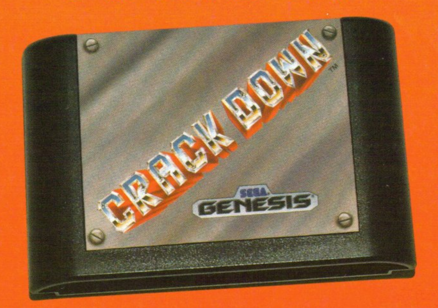
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Sega Visions™ is published quarterly by Sega of America, Inc., 573 Forbes Blvd., So. San Francisco, CA 94080 in conjunction with The Communique´ Group, Inc. and Katz, Kunkel and Worley.

Single copy rates are U.S. $3.50; Canada and Mexico $4.95.

Sega Visions is created and produced by
The Communique´ Group, Inc.
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THIS TINY GAME HAS 1,253 ENEMY SOLDIERS, 392 TIME DELAY BOMBS, 140 LASER CANNONS, 28 SINKHOLES, AND ONE KICKBUTT ATTITUDE.



BUT IT STILL HAS ROOM FOR YOU.

Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

In Crack Down, you must accept a top-secret mission to re-take control of a heavily guarded facility where artificial life systems are created. The only problem is that their evil leader wants to use them to take over the world. And they don't appreciate well-armed, visitors, spoiling their plans.

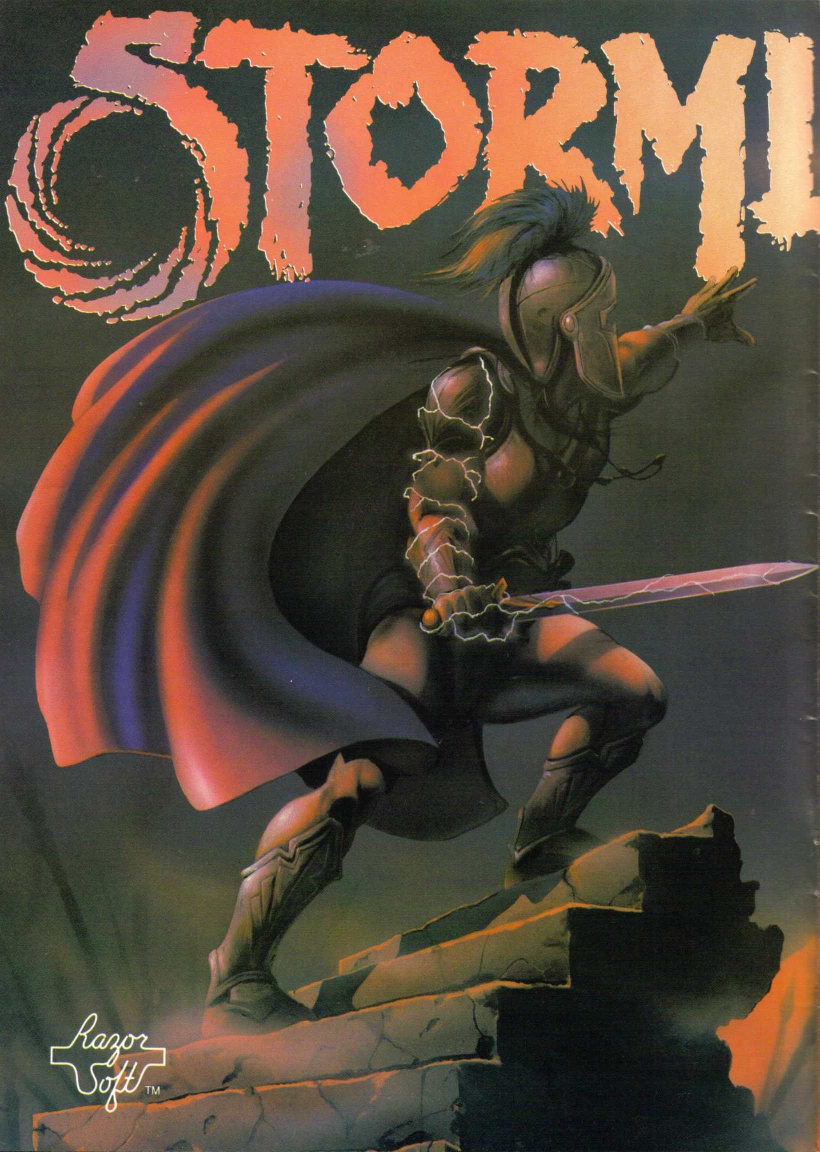
Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the patrolling guards.

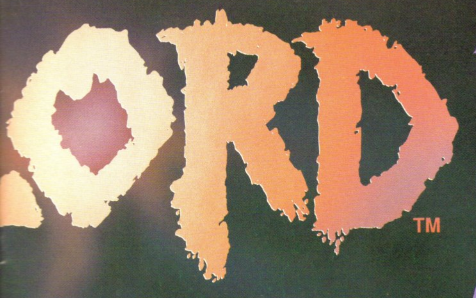
If you need help, use the two-player split-screen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

So if you want a game that has an attitude, make a reservation to play Crack Down. We have just enough room to fit you in.

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"Spent hours searching for magical treasures . . . even longer trying to use them." —Trey Green, Game Reviewer



"Battled awesome monsters!"—Aaron Van Stavern, Game Tester

"If you liked 'Ghouls,' 'Stormlord' will blow you away!" —Barrett Ryals, Game Tester

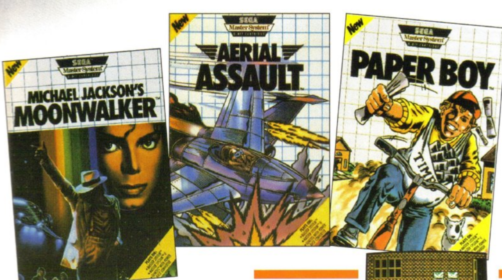
4 Megabit
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Strap on your safety belts and start your engine! Super Monaco GP is pure non-stop Indy action. Choose from more than 15 courses, each requiring a special touch to place high enough to qualify for the next race. Every mechanical decision you make affects your final time, but in the end your driving skills win or lose the checkered flag. Race against yourself or a friend. Either way, the racing intensity will leave you breathless.
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Golden Axe
All the excitement and action of this arcade hit are captured in the Master System II version. Choose one of three warriors, each with his own special powers, to lead you as you battle your way through five levels of incredible adventure to recover the Golden Axe. Learn magic from gnomes, steal the enemy's dragon steeds, and unleash the power of dragon breath on your opponents. No gamer's collection is complete without this classic.
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SEGA
Master System II



Michael Jackson's Moonwalker

Michael dances and sings across your video screen in an action game that will knock your socks off. Mr. Big has kidnapped hundreds of children, and it's up to you and Michael to save them. Dance over pinball machines, enter secret caves, and overcome Mr. Big's formidable fortress before you challenge Mr. Big himself. Designed by Michael Jackson and based on his music videos, this rockin' new game features his famous voice, dance moves, and music.

$24.99

Aerial Assault



You fly a new high-tech fighter plane designed to rid Earth of a terrorist menace. Hidden behind six levels of menacing defenses, the evil super weapon "El" is primed to destroy the ozone layer. You encounter battleships, bombers, lightning storms, and guided missiles before you even enter the enemy mountain hideout. And once inside, you discover the terrorists have established a new hideaway in outer space. *Aerial Assault*'s action is hot and intense, just the way you like it.

$26.00

Joe Montana Football

At last! A football game designed by a champion that plays like a champion. Hit the field against any of 28 pro teams, each with its own personalized playbook. Call in your play, fade back to pass, and scan the field for the open receiver. Your linemen react to your decisions with lifelike blocking patterns, pulling, trapping, or following you out of the pocket on a scramble. *Joe Montana Football* plays like the real thing!

$24.99

Psycho Fox

Voted best new Master System game by gamers themselves, *Psycho Fox* is seven levels of unending mayhem. It's up to you and this crazy fox to save the world. With the trusty psycho bird as your constant companion, you change Psycho Fox into a high-jumping monkey, ferocious tiger, and even a pink hippo! Every character has the different strengths you'll need to finish. Find out for yourself why this is such a monumentally popular game.

$26.00

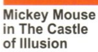
Paperboy



Get out your bicycle and grab those newspapers! You've got the meanest paper route in town, but you've still got to deliver. You'll have to avoid runaway lawn mowers, remote-control cars, angry dogs, burglars, break dancers, and speeding convertibles. If you finish your daily route in one piece, you can challenge the stunt course to rack up bonus points and show off your most awesome moves! Ready? *Paperboy* takes you on the ride of your life.

$26.00

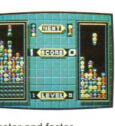
Mickey Mouse in The Castle of Illusion



Mickey has come to the Master System II and boy, are you in for a great surprise! No 8-bit game has ever looked so good. Outrageous action plus revolutionary graphics add up to one incredible game. Guide Mickey through seven different worlds of challenging arcade action. Disarm remote control airplanes. Swim through a giant cup of coffee. Turn the whole screen upside down! Mickey may seem like he's just for kids, but this game is not for amateurs.

$26.00

Columns



You manipulate bright jewels as they drift down your screen in this mesmerizing game of skill and chance. The jewels start falling faster and faster, without letting up. Match three in a row, horizontally, vertically, or diagonally to lower the pile and score points. Connect longer chains for more points. Challenge yourself or a friend in one of three intense gaming options. *Columns* provides hours of nerve-wracking fun that tests the best of gamers.

$19.99



Order These Sega Master System II Games Now



A Visions Reader Speaks Out

Dear Sega:

I've owned an Atari 2600, Nintendo and now I own a Genesis. Genesis rules 'em all! I have to tell you that your mag is awesome! But it's too short. Forty pages isn't enough for all the Sega power that you print. Also, could you please make your mag a monthly publication?

Brad Hamburger
New Lenox, IL

Thanks for the vote of approval, Brad. Sega will continue to send you quarterly issues of Visions at the current size, free of charge this year — but who knows what the future may bring...

Sega Lets You Shop By Mail

Dear Sega:

I have a Master System but I can't find new games in my home town. Do you know a mail order place I might be able to purchase through?

Emery Stewart
Baxter, KY

Emery, you're in luck! Turn to pages 8 & 9 and you'll find a selection of hot new Sega Master System II games you can order right from this magazine! Just call the toll-free telephone number to order your games or fill in the order card that's bound into this magazine and return it along with your payment and you'll be playing great new Master System II games in no time!

Hints, Hints, Hints

Dear Sega:

Those gamers that don't need hints should be smart enough not to read them in the first place. We admit that we need them and enjoy the games much more with this kind of help. We commend you on the improvement in your latest issue of *Visions*.

Henry Stricker
Edgerton, WI

Dear Sega:

I am a 26 year old female gamer. I have owned the Master System for 3 years and the Genesis for one year. I really enjoy *Sega Visions* and extend many thanks for keeping it free. Regarding the debate over tip books: since the hint line is no longer toll free, these books save us a great deal of money on our phone bills. If some gamers think them unnecessary, no one is forcing them to use them. And I think Ghouls 'n Ghosts is one of your best and a sequel would be incredible!

Deena Hamer
Candor, NY

We love getting letters! Write to us with your suggestions, ideas, comments and opinions. This is your chance to let the gaming industry, and the rest of the gaming fans, know what you think. Send your letters to:

SEGA VISIONS
The Mailbox
P.O. Box 2607
So. San Francisco, CA 94080

MAILBOX continued on page 12

MAILBOX (continued from page 10)

Dear Sega:

I say keep the hint books. Younger gamers, like my younger brother, can benefit from using them. He won't spend the time exploring through the game, but with hints at least he has a goal to go for. It keeps him interested.

Jon Gammon
Oakland, CA

Three more votes for keeping the hint books alive! Any more comments, Sega gamers?

Reader Wants a Game Rating System

Dear Sega:

You really need a rating system. You should rate games based on their sound, graphics, challenge, play control and fun factor. Also, let's get some stats on these hot new games: release date, company, price range, cartridge size and number of levels. I'm sure many of your other readers will agree.

Geoff "Bad" Ladd
Croton on Hudson, NY

We agree! Look for your suggestions to be implemented in future issues of Sega Visions. *We'll be starting a game rating system in the very near future.*

Your Wish is Our Command

Dear Sega:

I just love your magazine, but there's something wrong...you need more pages!! You should have more pages for Mail Box, and more for Game Doctor, and you should have contests for best drawings or best scores or something. And how about a comic strip too.

Tom Dupuie
Mt. Clemens, MI

Tom, you're in luck! Niles Nemo visits Segaland in every issue of Sega Visions and in this issue Mail Box and Game Doctor are two pages each. You can send your drawings to the Great Sega Brush Off (see page 42). And see page 20 to read about our high scorers contest where winners receive a Sega T-shirt.

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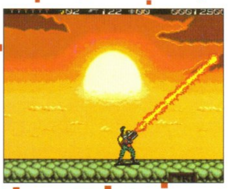
So there you have it, Visions Readers; straight from the mouths (or pens) of fellow Sega Gamers. Keep the Mailbox full so we can keep up the information flow to the people who mean the most to us...YOU!





To get past the giant missile launcher, shoot down on it with your three-barrel and with homing missiles. When shooting homing missiles, aim up and then aim down. The missile launcher is a tough nut to crack, so keep the faith!

When you encounter the tank on the bridge, put your gun on auto and stay to the left. Keep jumping to both dodge bullets and to trick the tank into shooting over your head.





Your heart is pounding violently as sweat glistens on the strained muscles of your tensed body. Braced for the coming blast, your mind races — you've got to do this. They've got your family somewhere, caged like animals. This is what you're trained to do. This is your mission, your chosen fate.

And then, the blood rushing through your veins, you explode into the compound. Red-hot giant saw blades scream down on you. Heavily armed tanks lumber inexorably toward you, shooting wildly.

Every fiber of your being wrenches you into combat. Your immense, three-barreled gun thunders death down on your enemies. And so your one-man mission begins.

Based on the arcade game, *Midnight Resistance* is an intense experience that pits you, the toughest man alive, against a mega-evil army of menacing blue and red soldiers. You're armed with some major weapons, but they've got armored personnel carriers, tripod machine guns, flying robots, and walls that fire plasma lasers.

You've got enough motivation to outlast them all because they've kidnapped six members of your family. And that, to say the least, makes you mad.

Fans of if-it-moves-destroy-it games like *Rambo III*™ and *Dynamite Duke*™ will enjoy this fast action cart. The non-stop combat takes you scrolling both vertically and horizontally through a forest, over a bridge, into buildings, and more.

As you fight your way through the game, you collect keys from red soldiers to trade for some pretty awesome power-ups that include flame throwers, shotguns, fully automatic machine guns (automatic firing is an awesome feature of this game), homing missiles, fireballs, and a whole arsenal of mighty weapons.

Midnight Resistance has great color, animation, graphics, and sound. This is one outstanding combat game!



SONIC THE HEDGEHOG



For the past several months, a crack team of designers and game players at Sega have been furiously working on their next hero for the Genesis system. What they've created is a delightful little fellow whose unique personality explodes with every minute of gameplay. Now, after exhaustive efforts from Sega, it's time to unveil *Sonic The Hedgehog* for the Sega Genesis system.

Sonic is a character in all senses of the word. Just from his facial expressions and body language you can tell that this little mammal is stubborn, headstrong, confident, and, to say the least, utterly determined to successfully destroy the dark force that shadows his world.

You're probably wondering how Sonic got his name. Well, our little blue friend's ultra-sonic running and jumping abilities are guaranteed to bust the sound barrier wide open. As a matter of fact, to the best of Sega's knowledge, there is no other game character in existence that compares to Sonic's mind-boggling pace. When Sonic gets up to cruising speed, his legs become a blur of red and he is then able to defy the laws of gravity!

And for those gamers out there who like to play on the cutting edge, when Sonic grabs the special power sneaker 1-up, this boy displays some serious











wheels! In addition to his unclockable speed, Sonic also has the ability to jump, spin, and crush any creature unfortunate enough to get in his way.

This was just a little background on Sonic, the character. Now let's take an inside look at his world and the many obstacles he will face.

As our game begins, an evil scientist has turned all of Sonic's animal friends into deadly metal warriors of terror, each bent on bringing Sonic's quest to an abrupt end. Sonic has taken on the unpleasant task of rescuing all of his buddies and disposing of the devil-like scientist responsible for this unspeakable wrongdoing. Sonic must endure six grueling zones (three challenging stages or rounds per zone) and one bonus stage while racing against the clock and collecting as many gold rings as he can along the way. The gold rings allow Sonic to build higher scores, and, if he is able to hold onto fifty or more rings at one time, he will receive a much needed 1-up. Unfortunately, if Sonic either steps on a booby trap or takes a hit from one of his former companions, he will lose all of the rings he is carrying at the time. The zones are complex, and offer a variety of paths to take to complete the rounds. This may seem difficult, but the terrain in Sonic's world is overflowing with computer monitors containing a wide variety of power-ups, including temporary invincibility, a bubble shield, power sneakers, 1-ups, and gold ring ten-packs.

The 3-D zones in Sonic's world are diversified and situate him in every conceivable setting. The scenery is gorgeous, imaginative and unique, with its own obstacles and pitfalls. For example, The Green Hill Zone is blessed with a lush green mountainous landscape, complete with looming palm trees and a turbulent waterfall flowing in the background. In this zone, Sonic encounters a multitude of companions turned warriors. He will be able to restore these soldiers of doom to their former peaceful selves by hitting them with one of his supersonic spin attacks. While paying careful attention to the enemies obstructing his path, Sonic must also navigate across lands full of collapsing ledges, spike plateaus, and moving grassy platforms.

In The Marble Zone, ancient ruins are floating atop an active volcanic lava bed that spews molten fireballs high above the ground. The volcanic eruptions cause the ground to shake, rise and fall without warning. This zone is so hot that the mere addition of heat from Sonic's body may be enough to cause the grass under his feet to spontaneously combust and turn into a burning bed of flames. The familiar cast of villains are present again to thwart Sonic's efforts. Hidden within the lava is a secret underground passage and the only exit to more new and exciting levels and zones. However, the passage is covered with razor-sharp spikes that jump at you from all angles. Sonic will have to be very careful.

Well, gamers, there you have it, a sneak preview of a game cartridge that is sure to take the country by storm. The graphics and animation are the best yet and Sonic delivers the latest in technical achievements of the gaming industry. Even as you are reading this, the final touches are being placed on *Sonic The Hedgehog.* Sega is programming some additional interactive features in order to make the game even more enjoyable and addicting. The last details are being worked out, and *Sega Visions* will bring you a full review in the next issue, coming to your mailbox in June!

WANT TO FEEL THE EXCITEMENT AND TENSION OF BATTLE RIGHT DOWN TO YOUR FINGERTIPS? THEN STRAP YOURSELF IN AND TAKE OFF WITH THE SEGA GENESIS SIMULATOR SERIES, THE MOST TRUE-TO-LIFE SIMULATIONS YOU'LL FIND OUTSIDE THE MILITARY. THIS SERIES IS AWESOME. THE REALISTIC DETAILS, CHOICES, SOUNDS AND CHALLENGES ARE ALL THERE. IT'S GOT EVERYTHING BUT THE MREs. THE FIRST TWO CARTS IN THE SERIES, 688 ATTACK SUB™ AND M-1 ABRAMS BATTLE TANK™, WILL BE AVAILABLE SOON. HERE'S A SNEAK PREVIEW.



Sea gulls squawk as they turn lazy spirals in the sky above the ocean surface. The sun glints off the water. It's a quiet day at sea.

But down in the ocean depths, a nuclear attack submarine glides silently on its deadly mission. You're the captain in command in *688 Attack Sub*, a cart with unbelievably realistic details that give you all the sounds and sights of being in a submarine. You'll hear the ping of sonar, peer through your periscope, and study 3-D images of the ocean floor as you search for canyons to hide in.

You'll also get a chance to command a Soviet Alfa sub, which is faster and can dive deeper than your 688. This simulation is so realistically detailed, your crew even speaks Russian!

There are 16 different missions to test your mettle, from a demanding training mission to more treacherous challenges. You'll have to learn the sub's controls thoroughly — radio, helm, sonar, navigation, weapons, and periscope — to survive.

Just like on an actual sub, you have to concentrate on your mission and practice your skills. It's your job to fire the torpedoes, decide what's the best depth, and plan evasive action to keep from taking a hit. You'll even analyze sonar frequency patterns to identify unknown objects in the ocean, the same as a real sub commander.

Rely on your technological superiority and your extensive weaponry, and you'll carry the battle in this incredibly exciting new game.

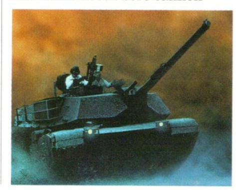
M-1 ABRAMS® BATTLE TANK™

SIMULATOR SERIES

The unthinkable has happened: World War III has broken out. And in this war, the focus is on you and your M1A1 Abrams Main Battle Tank, the most respected and feared land weapons system.

M-1 Abrams Battle Tank does everything but actually put you in command of a real tank. It realistically simulates an on-board ballistics computer that will help you fight your way through eight dangerous missions, each with its own specific objective.

Your 63-ton tank has formidable fighting power with a 120 mm smooth bore cannon





capable of 40 rounds, backed up with a 7.2 mm MG capable of 80 rounds per minute. Heavily armored and driven by a 1,500 horsepower gas turbine engine, your tank is the hope of the allies. Don't let them down!

Joe Montana FOOTBALL

Imagine a video game that captures the excitement of professional football — the sound of clashing helmets, the arm wave of an open receiver, sudden death overtime — and can call plays like the greatest quarterback ever.

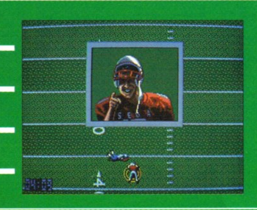
Stop imagining: it's all here in Sega's *Joe Montana Football*™ for Genesis.

Pop it in, flip the power switch, and Joe greets you. Indulge in the vast options screen, choosing among three types of game play, game length, and the 16 best NFL teams. Work out in the 2:00 drill, go head-to-head against a friend, or begin the Sega Bowl World Championship playoffs.

On offense, select any one of six formations. As quarterback, make your call from your 24-play playbook. Or, with a swift press of the B button, let Joe make the call. Take the snap, and the rest is up to you. Throw to one of your three receivers, hand off to your running back, or keep the ball and scramble away from hungry defensemen to the first down markers. As receiver, you must break free from coverage, and, if need be, save the day with a circus catch.

On defense, you also can choose among six formations and 24 plays, including Joe's recommendation. Play as defensive lineman, linebacker, or strong safety. During the play, bat down any stray passes or lay a bone-crushing blow on the ball carrier, sending him off the field. If you called the right play, your safety will be in position to intercept and turn on the burners upfield for a big gain. Go into the nickel defense, explode through the offensive line, and you're sure to rack up the quarterback sacks or block a few punts or field goals.

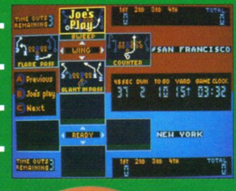
There's not much time left. You're losing. It's fourth and goal. Are you just going to sit there? Or will you score with *Joe Montana Football*?

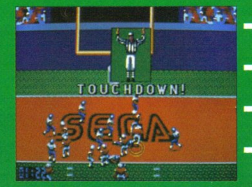


You can even the odds by pitting a team against itself.

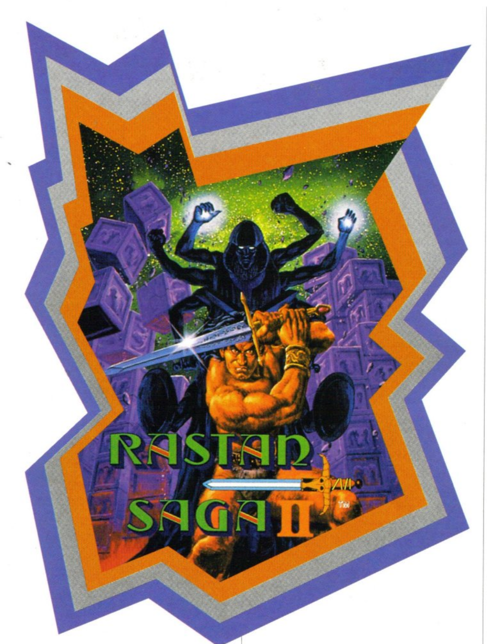
On 4th down, confound the defense and go for a fake punt or field goal.

In a last ditch effort, dive for the ankles of a running back before he breaks away toward the end zone.











To kill Medusa easily, wait until she is in striking distance. Jump straight up and hit the A button. On landing, jump twice, left or right, to avoid her surprise attack. Repeat.



The lightning-quick claws inflict the most punishment on the end bosses. Avoid picking up the large sword or the regular sword and shield if you have the claws.



R*astan*, by Taito, is one of the most popular arcade sword slash-em-ups of all time. And now, Taito presents the sequel, *Rastan Saga II*, on Genesis, the only 16-bit power machine that can do justice to the colorful, large characters and non-stop action.

In *Rastan Saga II*, our mighty warrior is faced with a more perilous quest than last time. As legend has it, whoever conquers the holy temple of the Rastania will rule for eternity. Now the sacred temple has been overcome by a band of wicked soldiers. Rastan knows that the only way to restore peace is to rid the temple of the evil race himself. He must complete each level by the allotted time or the Rastania is lost, and he will turn to dust.

Rastan begins with only a sword and shield. After eliminating creatures, power-ups such as an all-powerful sword that would make Excalibur jealous and metal claws that shred anything in their way, sometimes appear. Rastan may uncover fire or lightning magic that shoots out of the tip of his weapon and destroys enemy forces from a distance. There are health meter power-ups that partially or wholly restore Rastan's energy and strength. However, with every new game, the power-ups change location and will appear in a different order.

Rastan's enemies are numberless, and comprise the ugliest, most sickly creatures ever seen. There are blue, rotting cadavers, that take lethal swings at Rastan with their remaining limbs. Skeletons with razor-sharp swords and impenetrable shields obstruct his path. Mammoth snakes are coiled, awaiting their chance to lunge at Rastan. Lethal black bats fly unpredictably overhead and swoop down to take a bite out of his neck.

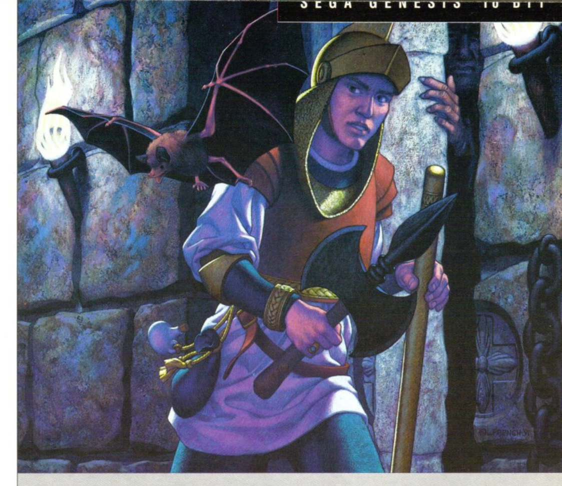
Rastan meets other deadly opponents on his journey. Avoid the armor-back horned turtles because they cannot be harmed or killed. Medieval dwarfs, attacking low and quick, can block some of Rastan's sword thrusts with their shields. Poisonous spiders crawl out of the heads of the bull beasts that have tasted Rastan's fury.

Then the temple begins to crumble as clay blocks fall from the sky. Fire shoots from blue blocks of the sacred temple and piercing knives slice at Rastan from the inner walls. Cauldrons serve as temporary platforms until our hero can travel to safer grounds.

In the remaining levels, Rastan confronts a whole slew of enemy creatures and pitfalls that will surely test his abilities, like fire-spitting serpents. Dirt pits in the temple become animated with life and throw stinging projectiles. Molten rock explodes from lava pits. The enemy troops grow stronger and are fortified with more lethal creatures as Rastan gets closer to the top of the temple.

Rastan Saga II is a one-player extravaganza that will challenge even the most advanced gamer. The foes are impressive and become more immense and powerful with each level. The tiny platforms force Rastan to take calculated jumps, significantly adding to the excitement and playability of this cart. The sprites are large, and the frequent introduction of new villains keeps this from being one of those ho-hum action games.

Taito has proven to be an arcade powerhouse since the beginning, and now they're bringing Sega players the best software available today.



FATAL LABYRINTH

Cancel all other plans. Once you slip *Fatal Labyrinth* into your Genesis, you'll be hooked. The outside world will cease to exist.

This complex game gives new meaning to the word "challenging." Ghouls from Dragonia, the castle of doom, have made off with the Holy Goblet. The courageous Trykaar (you), volunteers to bring it back and so save the world from eternal darkness.

Inside Dragonia, you have to navigate thirty (yes, thirty!) levels of complicated labyrinths. You'll run into some incredibly nasty opponents, including green jellies, bats, worms, magicians, ice bars, and some of the toughest black ninjas you'll ever see.

And if you should die? You'll drop back a few levels. But don't expect it to be easier the second time around, because the labyrinths are never the same!

You may want help, but its a one-player game. You'll have to go it alone. *Fatal Labyrinth* is gonna overheat your Genesis and your brain.

Avoid the more powerful creatures until you move up a level. And be careful! These guys may not look tough, but they are!

Be on the lookout for secret doors. They're everywhere. But beware of falling down pits.

Don't rely solely on your weapons. The luck and magic items can also save you from an onslaught of monsters.



Here they are; this issue's High Scoring Sega gamers. The Visions readers listed below have met the challenge and earned for themselves the title of ***High Point Hot Shot*** -- not to mention a free Sega T-shirt.

So, Visions readers, power up that Sega Genesis or Master System, and summon up your competitive spirit while you tackle your favorite Sega game.

SYSTEM: Sega Genesis
GAME: Columns
SCORE: 21,779,116
READER: EMARIT RANU
HOME: Ft. Collins, CO

SYSTEM: Master System
GAME: Global Defense
SCORE: 30,030
READER: CAMERON STEARNS
HOME: Milwaukee, WI

SYSTEM: Sega Genesis
GAME: Ghostbusters
SCORE: 13,136,000
READER: FRANK DOOLING
HOME: St. Louis, MO

SYSTEM: Sega Genesis
GAME: Super Hang On
SCORE: 96,069,540
READER: RUSSELL HANSEN
HOME: Burleigh, NJ

SYSTEM: Master System
GAME: Maze Hunter
SCORE: 342,900
READER: SUSAN RICHARD
HOME: Somersworth, NH

SYSTEM: Sega Genesis
GAME: After Burner
SCORE: 12,607,600
READER: RANDAL G. MERRICK
HOME: Chambersburg, PA

HOT SHOTS

SHARE YOUR TRIUMPH WITH US -- TAKE YOUR BEST SHOT AND MAIL IT TO SEGA VISIONS

- Take a photo of the screen showing your best score. HINT: Turn off the room lights and don't use a flash (it will reflect off the screen). You might want to take a couple of shots, just to be sure you get a good, clear one.
- PRINT your name, address and age on the back of the photo, as well as the name of the game and your score.
- Send your photo to: SEGA VISIONS High Point
  P.O. Box 2607
  South San Francisco, CA 94080

Sega brought the arcade experience home. Now they're taking it on the road.



GAME GEAR™

- *Incredible color! Displays 32 intense colors on-screen, out of a total palette of 4096!*
- *Back-lit, 3.2" diagonal screen is easy to see, day or night!*
- *Sharp 160 x 146 pixel detail!*
- *Stereo sound: plug in headphones and let 'er rip!*
- *Sleek design makes it easy to hold for hours of great play!*
- *Measures 8.25" by 4.5" by 1.5"!*
- *Has 16 kilobytes of video RAM for incredible power!*
- *Runs on six AA batteries, with other optional power sources!*
- *Games include adventure, sports, and arcade hits! Seven ready to go now, with 20 more on the way!*
- *Lots of exciting accessories to make the most of your Game Gear!*

GRAB THE HOT NEW GA

AND

It's late. The house is dark and quiet. Everyone is all tucked in. It's nice and peaceful.

Except in the room at the end of the hall. There, under



the covers, in the dark, a customized Formula One car is screaming into a deadly curve, burning up the racetrack that has broken many a racer's spirit. While others sleep, a super-plane banks, dives, and explodes with rapid-fire machine guns. In a little bit, Mickey Mouse will pass through on his way to rescue Minnie.

An insomniac with a wild imagination? A really bad case of indigestion? No, just a Sega gamer playing some dynamite video games.

On the road, in a field, or wherever you go

But under the covers? In the dark? Sure. That's what the new portable Game Gear system is all about: great Sega action. Any time. Anywhere. In any light, or in no light. In your home or in the backyard, riding to school, up in a tree or down in the basement. Wherever you go, now you can bring Sega with you. The possibilities are endless.

Not only does Game Gear release you from the tyranny of an electrical outlet, it lets you play whenever you want. Like when the TV has been taken over by your baby brother or your parents. Or when the power's gone out.

Game Gear is a video arcade that fits in your backpack or gym bag. Think about



it. Next time you're wedged into the back seat with the luggage on a family trip, wouldn't Game Gear make life more interesting? And how about while you're waiting for the movie to start? Or during commercials on TV?



ME GEAR™ FROM SEGA

GO!

Great things come in small packages

This hot, new, color portable system puts the latest video game technology in your hands — literally. Game Gear's superior resolution shows off Sega's trademark arcade-quality animation and graphics. In fact, Game Gear's graphics stack up nicely even when compared to a home system's television-screen display. Plug in a pair of stereo headphones, and you



just might forget you're playing a hand held.

Take a look at Game Gear. See how its shape is like a control pad? It's designed to fit right in the palms of your hands. Since you're going to want to play this portable for hours, it has to be comfortable to hold and easy to handle.

As well as easy to see. The screen is a big 3.2 inches on the diagonal, with rich color, sharp detail, and spectacular clarity.

Hands-down favorite

Game Gear took Japan by storm when it was introduced there last fall. This January, it blew the roof off the Winter Consumer Electronics Show.

Now it's your turn.

Gamers in New York City, Los Angeles, and San Francisco will be able to get their hands on Game Gear in April. The rest of you will get your chance by June.

To get you up and running, Game Gear comes with the colorful and challenging *Columns*. Six more games — *G-LOC, Castle of Illusion starring Mickey Mouse, Super Monaco GP, Dragon Crystal, Psychic World,* and *Revenge of Drancon* — stand ready to keep those control buttons boppin'. And twenty more fantastic games will be coming your way throughout the rest of the year.

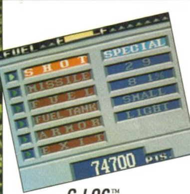


Hold out your hands, America. The powerful portable that only Sega could make has arrived. So get out there and

GET INTO GEAR!

PLAY TIME

Of course, it doesn't matter how great a system is if there aren't great games to play on it. Sega's got that score covered. More than 20 Game Gear games will be ready to challenge you by year's end, starting with:



G-LOC™

Take off on this dangerous mission with guns blazing as you search and destroy enemy fighters, bombers, warships, and tanks. Keep an eye out for enemy missiles as well as your fuel gauge, or you and your fighter plane are doomed.



Psychic World™

Put your ESP to work — it's the only way you'll be able to rescue your kidnapped twin. With no clues to follow, you'll need to concentrate on your psychic powers to track the villain down as well as to arm yourself for the final struggle.

Castle of Illusion starring Mickey Mouse™

The world's most famous Mouse faces his greatest challenge of all: saving Minnie from the evil witch Mizrabel. He has to collect the Seven Gems of the Rainbow, not an easy feat, and then he's face-to-face with Mizrabel. He needs your help!





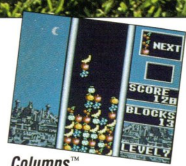
Revenge of Drancon™ All you have to do is face off with the nasty King Drancon. But first you'll have to find your way through 14 perilous lands and conquer 25 different enemies. Then it's just you and the King — and his supersonic fireballs. Ouch!

THE AMAZING ACCESSORIES

Give your batteries a break with the Rechargeable Battery Pack or with the AC Adaptor.

When the playing gets lonely, the Gear-to-Gear™ Cable connects two Game Gears for friendly competition.

Take Game Gear on the open road with the Car Adaptor, which lets you plug into the car's cigarette lighter. The Adaptor's cord is even long enough to reach the back seat.



Columns™

A mesmerizing puzzle game of dazzling jewels and colorful shapes that drift down for you to line up in rows comes packed with each Game Gear unit. It takes skill and luck to fit the pieces together. Look out: the better you get, the faster the action gets.



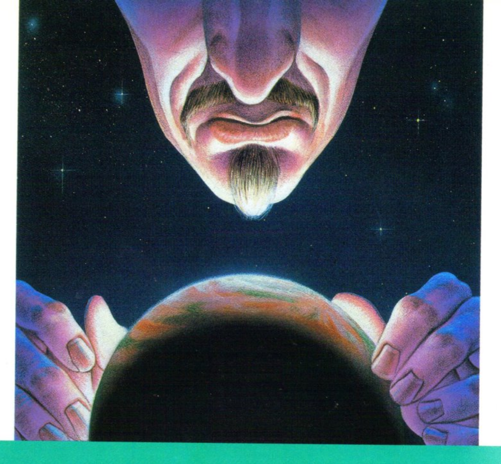
Super Monaco GP™

Rev your customized Formula One up to 315 km/hr on 16 of the world's most challenging racetracks. You're at the wheel as you speed into hairpin turns and charge down straightaways in exhilarating races.



Dragon Crystal™

Enter a fantasy world of labyrinths and magic kingdoms. Aided by your pet dragon, you battle deadly demons, gigantic insects, monstrous centipedes, and sneaky sand sharks in this spellbinding dream quest.



In Dr. Knavik's secret animal-experiment laboratory, a loud explosion suddenly rips through the evening. Mutated animals, unhinged by the noise, break free from their cages and kidnap the terrified assistant, Cecile.

All hope of rescue rests on Lucia, Cecile's twin. Equipped with Dr. Knavik's ESP Booster helmet and his Psy Cannon, Lucia embarks on the adventure of her life. Her success relies on her ability to find and use extra-sensory powers and weapons, as well as learning the strengths and weaknesses of the beasts who have her sister.

Intrigued? VISIONS tells all in a future issue!

PSYCHIC WORLD™

Acquire power and weapon symbols as often and as early in the game as you can. All but teleportation increase in power each time you get a symbol, and you'll need them all!



Practice! Practice! Practice! The only way you'll save Cecile is to learn how to use all the game's tools.



Don't hang around admiring your handiwork after you use the Freeze Ray: the beasts are kinda cranky when they warm up again.





A rear attack is often the most dangerous kind, so pay close attention to your radar. When an enemy plane is behind you, the best way out is to do the Loop. But be sure you have enough fuel first!



You can be fast and loose with your machine gun fire, but don't waste your precious missiles!



Save your Boost for the most dire of situations because it eats up a ton of valuable fuel.

G•LOC
AIR BATTLE™



There's only one flight action game worthy of Game Gear, and that's *G-LOC*. The action is so fast and so awesomely intense that someone is going to have to pry the Game Gear out of your hands.

You're sent to defeat the Future World Army, which is well defended with FX-85 fighters, MA-107 anti-aircraft tanks, and mighty warships. You're flying the experimental G-LOC, a powerful new superplane.

You choose from eight different missions, each with a specific, dangerous goal. Only after you've successfully returned from each of these missions will *G-LOC* let you tackle the final and most treacherous mission. Believe us, you'll need the experience of the first eight to even consider the last one.

This cart is so totally radical, we had to tell you about it right away. We'll get into the nitty-gritty later, so hang tough.

To BE The Man, You Gotta Beat "THE MAN"

STREET SMART™

OFFICIAL SEGA GENESIS SEAL OF QUALITY

This is no plastic trophy contest! You'll be up against the toughest, meanest, quickest fighters ever to chew on nails! Get street smart; slice-n-dice with the hands of the martial artist, or bash heads as a pro wrestler! Got a friend who thinks he's tough enough? He can fight too! Just remember, play stupid, and you'll have a hard time finding all your teeth with one eye!











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The Name of the Game is the Game!



Flash! There are four hot new kids on the Sega block with some mega-cool games up their sleeves: Mirrorsoft, Sunsoft, Taito, and Virgin Mastertronic.

The daring designers at Mirrorsoft will enter the Genesis arena with *Predator 2*, based on the hit movie, and a great sports game called *SpeedBall 2*. Look for them this fall.

Drumroll, please! The eagerly awaited Genesis version of *Batman* from Sunsoft will be flying into the stores any day now. So rev up the Batmobile and head on out to your favorite Sega retailer.

Taito, a long-time Nintendo game designer, that's now playing on the Sega team, is putting the finishing touches on three hot Genesis games: *Sagaia*, *Space Invaders '91*, and *Rastan Saga II* (see page 18 for the full scoop on this cart).

And the fourth new member of the Sega family, Virgin Mastertronic, is busily creating an awesome science fiction role playing game, *Corporation*, coming to a Genesis screen near you by the end of the year.

Here's what's going down with other members of the Sega 3rd party vendor design teams:

Now this is an environmentally sound action-adventure game you can really dive into: *James Pond: Underwater Agent,* from the wacked-out folks at Electronic Arts. Pond is the only agent with a license to bubble, and bubble he does. He must save his watery home and endangered aquatic species from the dastardly Dr. Maybe. Using a barrage of bubbles that stun his enemies, he goes up against radioactive waste, leaky oil rigs, and undersea critters with bad attitudes. Each of his missions are more dangerous than the last, but he gets help from goodies he finds along the ocean floor. *James Pond* is a different kind of video game with new kinds of challenges for those of you who want a fun break

WARRIOR OF ROME

(Bignet USA/Genesis)



Never in his wildest dreams could Julius Caesar have imagined video games. And here he is, starring in one!

Warrior of Rome puts you in command of the mighty forces of Rome. You are Caesar, one of history's greatest military geniuses. Your mission is no ordinary one: to rule the world. And you must save no ordinary princess, but Cleopatra, Queen of Egypt.

The ancient world had its lethal weapons, but your task as Caesar is to plan your battle strategy well. Decide when to fight, or when to hold back. Set up traps for your enemies, and design tactical schemes to lead your army to victory. In the meantime, look out for traitors on your own side who want you out of power!

This unusually exciting realtime simulation starts the story in Crete, where you must fight off vicious pirates. Land and sea battles eventually lead to the palace, a treacherous place inside and out, and to the waiting Cleopatra.

Caesar, we who are about to play, salute you!

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Micronet CO., Ltd.

KANEKO™



TAITO™

BIMINI RUN

(NuVision/Genesis)

Heads up, Miami Vice fans! *Bimini Run* is your chance to tear through the waves in a high-speed power boat equipped with machine gun and bazooka, blasting away at a horde of bad guys.

This dynamic new cart is a fast-paced mix of rip-roaring racing, rousing shooting, and hair-raising adventure. *Bimini Run* pulls out all the stops to create the experience of powering the fastest boat in the bay, including changing seas and atmospheric effects.

You play Kenji O'Hara, who must rescue his twin sister from the evil Dr. Orca — but first you have to find the dastardly doctor's hidden lab. Riding shotgun with you is Luka, a good shot and a good friend. If you can get past Dr. Orca's lethal boats and helicopters, you'll face the treacherous Bimini Zone, inhabited by bizarre sea creatures and deadly fog. Keep your eye on the mermaid, and pay attention to the maps or you'll go to an early watery grave.

from run-of-the-mill carts. Great graphics, fluid (pun intended) animation, and the best underwater sound around make this a game worth holding your breath for.

Fore! Electronic Arts also has a super treat for golf enthusiasts: *PGA TOUR® Golf*, a wonderfully realistic sports simulation for Genesis. The game is so good Sports Illustrated called it "the best golf simulation" around, and it's the only game ever endorsed by the PGA Tour. *PGA TOUR® Golf* is packed with really neat, realistic details — you even have to contend with changing wind conditions! You're faced with the same play decisions you might make out on the links: which is the best shot, which club to use, how to get around roughs and hazards. There's a 3-D grid of the course so you can plan your approach. There's even TV coverage with instant replay! Play against the pros, or up to three of your fellow duffers.

RazorSoft is bringing the European hit *StormLord* to the U.S.A. This demanding, addictive game is for the adventurous player. Vicious plants and killer bees challenge you as you

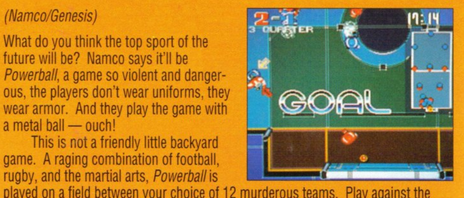
fight every inch of your way through unforgiving terrain on your mission to save the entombed princesses. You have a lot of magical treasures to find, and if you don't, it's not only good-bye princesses, it's good-bye you as you turn into a rotting carcass. *StormLord* is definitely not for wimps.

And speaking of not-for-wimps games, the gory, 8-meg *Death Duel*, also from RazorSoft, pushes Genesis to its outer limits. Sort of a violent marriage of *Aliens* and *Punch Out*, *Death Duel* puts you in one-to-one, brutal space duels in the struggle to control intergalactic flight paths. You fight Hideous Crylops, Giant Krodacks, and Dreaded Cyborgs, delivering deadly blows. The graphics are gruesomely detailed with appropriately nasty sound effects. Your strategy must be planned with split-second, precision timing and the action is amazingly non-stop. As RazorSoft tells it, *Death Duel* gives new meaning to the phrase "disarm your enemies."

Remember *Ms. Pac-Man*? She's back! And she'll drive you crazy. Tengen updates the classic for Genesis with 36 outlandish mazes. Some so big you need to scroll your way around, and some are simply bizarre. Choose from four speeds: Easy, Normal, Hard, or Crazy. You and a friend can play against each other as Pac-Man and Ms. Pac-Man in a video battle of the sexes.

POWERBALL

(Namco/Genesis)



What do you think the top sport of the future will be? Namco says it'll be *Powerball*, a game so violent and dangerous, the players don't wear uniforms, they wear armor. And they play the game with a metal ball — ouch!

This is not a friendly little backyard game. A raging combination of football, rugby, and the martial arts, *Powerball* is played on a field between your choice of 12 murderous teams. Play against the computer or, if you have a friend who's courageous enough, play against each other.

Your strategy will be a lot like football, only a lot more brutal. Feel free to stop your opponents with a savage tackle that rattles their brains. And if that doesn't work, let loose with a less-than-gentle spin kick. Remember, however, that the other team is out for your blood, too.

Play ball...if you've got the guts.

AIR BUSTER

(Kaneko/Genesis)



The action starts the second your future-tech fighter plane is shot off the carrier deck in this powerful home version of the arcade hit. *Air Buster* pits you against enemies not only in the air but also on land and sea, even in caves and underground mazes. Simply blasting the enemy isn't always the end of the matter: some of 'em turn right around and come back even more lethal than before.

Air Buster keeps the action coming with both vertical and horizontal scrolling, 3-D graphics, and a unique two player simultaneous play option. Also included are some incredible extras, like an unheard of 10 power-ups per weapon, the aeroblaster that clears a screenfull of opponents, and a free (yay!) Kaneko video glove.

Team up with a partner, putting two planes in the air. This is a good idea, considering the mammoth-sized bosses that take over the entire screen at the end of each round. If you like a good shooting game, *Air Buster* is going to get your adrenaline pumping at warp speed.





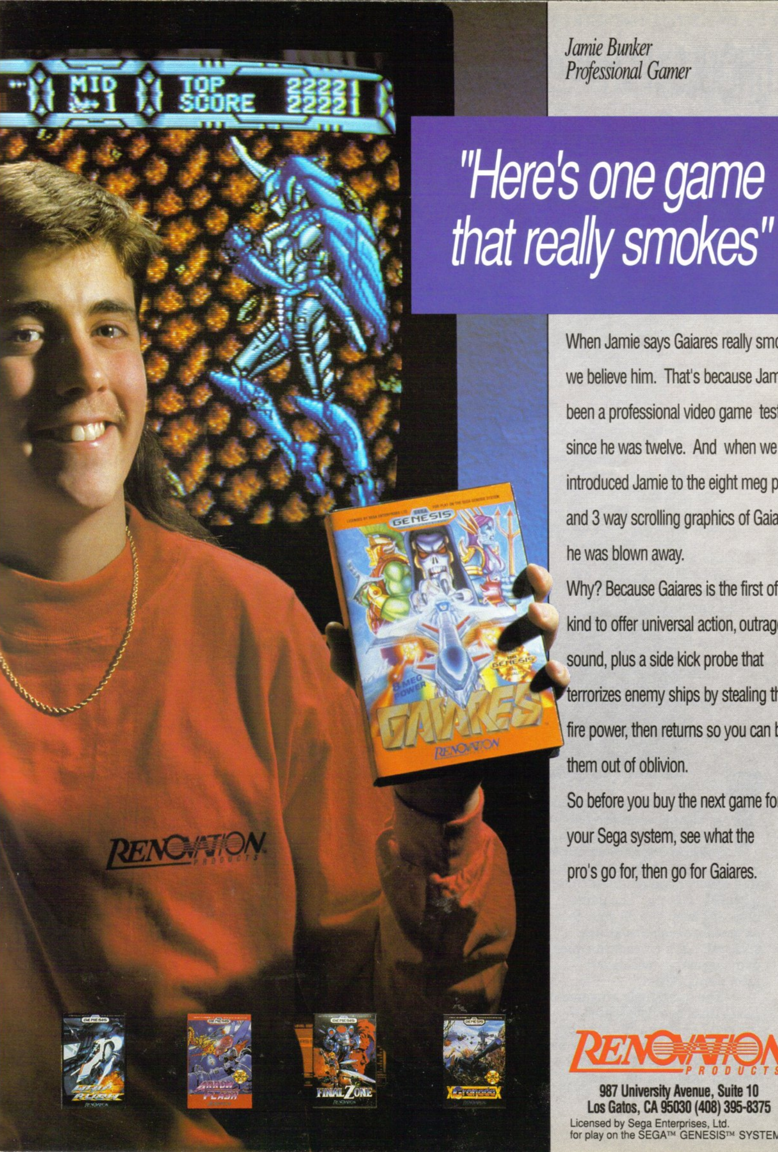


TENGEN™





MENTRIX SOFTWARE, INC.



MID
TOP SCORE 2222
Jamie Bunker
Professional Gamer
"Here's one game that really smokes"
When Jamie says Gaiares really smokes, we believe him. That's because Jamie's been a professional video game tester since he was twelve. And when we introduced Jamie to the eight meg power and 3 way scrolling graphics of Gaiares, he was blown away.
Why? Because Gaiares is the first of its kind to offer universal action, outrageous sound, plus a side kick probe that terrorizes enemy ships by stealing their fire power, then returns so you can blow them out of oblivion.
So before you buy the next game for your Sega system, see what the pro's go for, then go for Gaiares.
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GHOULS'N GHOSTS

GHOULS'N GHOSTS GHOULS'N GHOSTS GHOULS'N GHOSTS

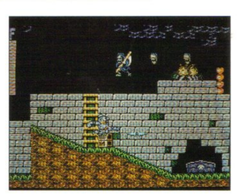
GHOULS'N GHOSTS

The medieval monsters and goblins that terrorized arcades and Genesis systems are now infiltrating Sega Master Systems with this new version of *Ghouls 'n Ghosts*. The gameplay will keep you on your toes as macabre enemies attack endlessly. It's an exciting quest game format — with some interesting twists.

The quiet little kingdom of Lexet has been devastated by the evil Loki, who has not only plundered the people but also dragged the poor princess Tamara off to his dark and monstrous castle. Needless to say, someone has to do something about this state of affairs, and the task falls to you, the brave Sir Arthur.

Armed with your trusted javelin and suit of silver armor, you begin your crusade. Between your village and Loki's castle lie a series of locked gates. An array of particularly sinister creatures guard the key to each gate; it is up to you to conquer all comers, capture each key, unlock each gate, and travel on to save Tamara.

Along the way, you'll encounter several treasure

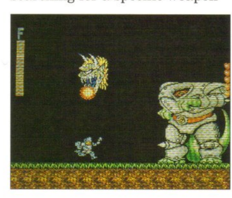


On the Hill of Torture, try to pick up some thunder magic to use on the final fireball-shooting monster. Then shoot him until he's destroyed.

chests — some areas are chock full of them. These chests can supply you with better weapons, different kinds of magic, renewed lives, and upgraded armor of different colors. They also have a major down side: most of the chests you'll open contain an evil magician with nothing good on his mind. If you aren't careful, he'll turn you into a duck or a feeble old man. And neither of these is much of a match for your adversaries.

There are five levels in *Ghouls 'n Ghosts*. Once you successfully defeat all comers in each level, a key will appear. When you take the key, a gate door will appear. Stand in front of the gate, and it will open to let you pass on to the next level.

Pay close attention as you pass through each level, because after you've made it to the end of the game, you'll be sent back to the beginning to fight your way through again; this time searching for a specific weapon



To overcome the Fire Dog, just stay in the middle and avoid his fire streams. Shoot the dog in the face.

You'll pass safely through the Crystal Forest if you don't touch the crystals or spikes.

you'll need for the final confrontation. Each stage will be more difficult, and there are some differences the second time around, but you can repeat most of your original strategies to survive.

Just like the arcade and Genesis versions, you start out on the Hill of Torture, the entrance to Loki's evil world. Lots of treasure chests show up here, but remember our previous warning about these. You'll have to kill a whole slew of poisonous flowers, vultures, pigmen, tornado monsters, and spirits of death before they kill you. Menacing guillotines relentlessly drop their sharp blades, but you can get through them safely if you wait until the blades are at the very top.



Pay attention to the skeletons, which lob iron balls at you in Loki's Castle. The only way to beat them is to learn their throwing pattern.

Then it's on to the Village of Decay and Destruction, a really unpleasant place full of giant dragonflies, creta turtles, fire bats, snake eyes, and lava-spitting magma heads. Here, too, you'll run across lots of treasure chests everywhere. Check 'em all out, but be careful. The bridges are pretty tricky -- they may look easy but they aren't: holes open up as you try to get across. If you miss your mark and fall through, you'll have to move quickly, or a giant insect will drag you down into the bottomless pit.

Giant knight-eating heads, flying goblins, pits and spikes are among the unsavory enemies you'll encounter in Baron Rankle's Tower. You need to be especially alert here because timing is everything. From this point on, there are fewer chests, so stock up well before you get here.

You're now getting closer to your final goal. The Crystal Forest is, despite its name, a cave filled with crystals, icy slopes, spirits of death, mud monsters, and enormous clutching hands. The final challenge in the cave is a fish-like monster that sends out disgusting worms to attack you. The only way to overcome this monster is to destroy its five hearts.

At last! You're in Loki's Castle. There are only about three chests left for you to find. You'll tangle with flying goblins, skeletons, guards, and those awful bosses from the Hill of Torture and the Baron's castle. If you have the magic bomb with you, you'll be able to take out the gargantuan bee that attacks you at the end.

Remember, at this point the first time through, you were sent back to the beginning of the game. The second time you make it this far, you'll have the devil-like Loki himself to answer to. While the two of you are fighting, the floor will fall apart. Don't let this throw you. Just get on his chair and hit his face. It will go much easier on you if you're wearing the golden armor.

If you can survive the treacherous quest, you'll be rewarded by seeing the beautiful Princess Tamara and knowing the kingdom is safe from Loki for ever more. We can't recommend this game enough -- it's a great addition to any Master System collection -- non-stop action which will keep you very busy, that's for sure.



Who ya gonna call?



The Game Wizards!

Stumped on a game? Need some extra lives? Can't get to the next level without getting zapped? Piece of cake! Just call *The Game Wizards* for help at 415-871-GAME!

We're plugged in and ready to roll from 9 a.m. to 7 p.m. Monday through Friday, and from 9 a.m. to 6 p.m. on weekends, Pacific time. We've more than doubled our staff of Game Wizards, so you won't have to wait too long to get an answer or solve your problem.

And we've got the latest in electronic game equipment to keep us on our toes.

Is your system or game cartridge acting up? We'll take care of it.

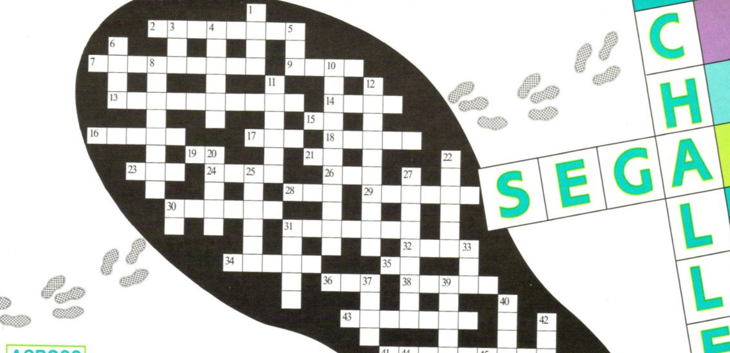
Just call 1-800-USA-SEGA for all warranty and repair help.

Give us a call! Time to have some real fun and play your games *big time*.

TEAR OFF AND HANG NEAR PHONE

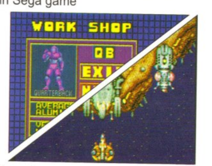
IN CASE OF EMERGENCY
CALL SEGA'S GAME WIZARDS

DIAL 1-415-871-GAME



ACROSS

2 What the clown rides in *Castle of Illusion*
7 Your job title in *E-Swat*
9 Big-eared hero of many adventures
13 Game designed by rock superstar
14 9 Across's lost papa in *The Enchanted Castle*
15 Kind of boxing in new Genesis game (abbr.)
16 *Dick Tracy* villain
17 One of the guys who makes Niles Nemo's pizza
18 Starts the action in *Reggie Jackson Baseball*
19 Makers of *Sword of Sodan* & *Populous* (abbr.)
21 17 Across's partner
23 Necessary to keep from getting lost in *Phantasy Star II*
24 Creators of the incredible Game Gear
26 One hero's golden weapon
28 Our theme here was Sega Does It All (abbr.)
29 Mr. Douglas's "middle" name
30 Fiery world in *Thunder Force III*
31 They brought you *Hellfire*
32 What type of glider *Strider* uses
34 The game where cops wear armor
35 Flying solo in *Aerial Assault*, you don't have a _____ pilot
36 Fuzzy alien starring in Sega game
38 In 34 Across, use this weapon on the last boss
41 Game this screen is from ➤ (HINT: Only game in which players toss around a 350-pound bomb)



43 Game this screen is from ▲ (HINT: Your up against Gidan weapons in this game)
46 Object of Bird Fly's rebirth in 27 Down
48 Color of Niles Nemo's shades
50 In *Herzog Zwei,* walking instead of flying saves this
52 Alternate form for hero of 27 Down
53 Choose which one you want to play on in *Joe Montana Football*
54 Stack jewels in horizontal, vertical, or diagonal ones in *Columns'*
55 Three strikes & you're _____ in *Tommy Lasorda Baseball*
56 What plays the game in 41 Across

DOWN

1 Onscreen symbol
3 Location of *Shadow Dancer*
4 Keep this type of spell ready in *Sword of Vermilion*
5 One of the pitcher stats you get in *Reggie Jackson Baseball*
6 Game this character stars in ➤
8 Final opponent in *James "Buster" Douglas Knockout Boxing*
10 Chilly resident of the apartment house in *Ghostbusters*
11 Worn by both Dick Tracy and Michael Jackson
12 Hero of 43 Across
20 Villain of Paperock
22 Number of rounds in *Alex Kidd in The Enchanted Castle*
25 In 1st round of *Castle of Illusion*, bounce off this to get to treetop
27 Chosen by Inari Daimyojin to right wrongs
30 *Super Monaco's* initials
31 Kind of Phantoms after Mr. Smart
33 Mickey Mouse needs seven to conquer Mizrabel
37 One type of hero's magic in *Golden Axe*
39 Nile's Nemo's age group
40 Measure of a game's power -- *Strider* has eight
42 He'll coach you in a fast game of hoop
44 Great Sega gamer
45 *Strider's* 3rd level location
47 It'll pin you to your seat in *After Burner II*
49 One of hero's alternate forms in *Altered Beast*
51 Kato's dog
53 Block-sorting game, like *Columns*

See page 42 for the solution and find out who's making tracks in the next issue of VISIONS!



The Game Doctor Answers The Most

Q: ***I enjoy reading* Sega Visions. *Could you place a new section in your magazine that shows us Sega fans what we can look for from Japan in years to come for our SMS and Genesis systems?***

A: Let me give you a quick lesson on how the international video game business works. First of all, Sega does business in both Japan and the United States. For that reason, Sega is divided into SOJ (Sega of Japan) and SOA (Sega of America) to best serve the needs of these two different marketplaces.

Now let's imagine a new product — perhaps a special Mega Drive AC/DC adapter powered by hamsters in a treadmill cage, for example. Just suppose this new product, which we will call the Paw Power Pack (PPP), has been judged as a possible entry for the Japanese market. That does not mean the PPP will ever reach American shores. And, if it isn't going to be sold here, Sega certainly doesn't want to create user interest in a product unavailable to Sega gamers in the United States. There may not be any more than ten people in the entire USA interested in a PPP, but if it's announced in *Sega Visions*, those consumers will be calling SOA looking for it. They will also be writing letters to the Game Doctor, inquiring when the PPP is coming and whether or not it will work on the Genesis System.

For this reason, SOA has decided not to release information about products until the decision is made to definitely produce them for the United States.

Q: ***I heard that the game "Ninja Gaiden" is going to be released for Genesis? Is this true?***

A: While this game has not been announced on Sega's schedule, there will be a *lot* of your favorite arcade titles coming out soon for the Sega Genesis system. Which games? Just keep your eyes glued to future issues of *Sega Visions* for the lowdown!

Q: ***I just received my first copy of* Sega Visions *and love it! I just read about a hand-held system that Sega is coming out with. I would like to know if it will be Genesis-compatible and if the cartridges will be the same as those used on the Genesis system.***

A: For the full story on the sensational new hand-held Game Gear system, see the special feature in this very issue! For the quickie details you requested: the system is not compatible with any existing video game system and uses small cartridge-format software.

The Sega universe is a busy place, and, as usual, we've got plenty of great questions from you Sega gamers out there! So let's get right to it!

Commonly-Asked Sega Questions.

Q: ***When will Sega CD-ROM be coming to the United States? And when will* Shadow Dancer, Dick Tracy *and* Spider-man *be coming out for the Genesis system?***

A: A CD-ROM drive for the Genesis system is not yet scheduled for North American release and will not be until SOA is convinced that there is a solid library of software already available to support the drive. Sega does not want to release a high-priced new CD-based drive, then leave users with only a smattering of solid software to run on it.

Don't worry, as soon as a decision is made on U.S. release, the Doc'll be right here in *Sega Visions* with the info!

By the way, *Shadow Dancer* and *Dick Tracy* are now available at your favorite Sega retailer, and *Spider-man* will be available this fall.

Q: ***I was wondering, since Sega has a Power Base Converter for Sega Master game play on the Genesis system, will there be a Genesis Converter for the SMS?***

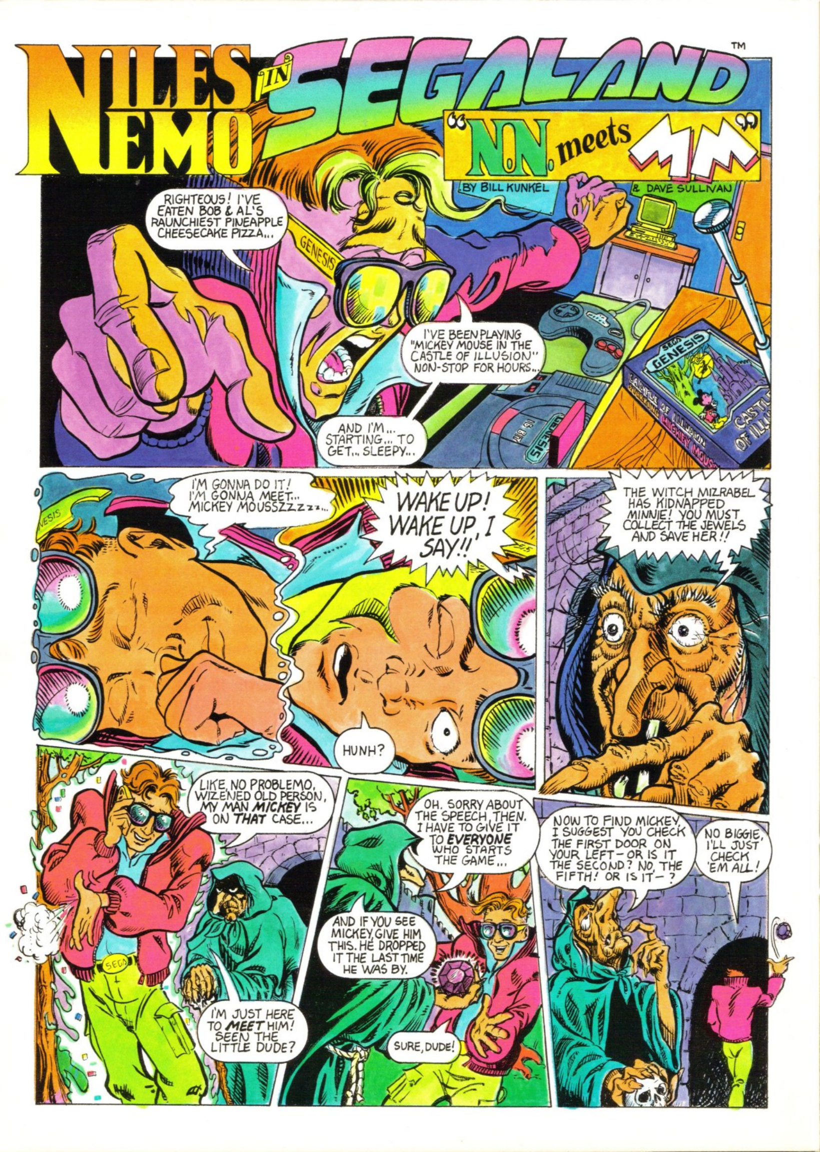
A: While there is probably no technical reason a Genesis converter couldn't be made for the Master System, it wouldn't be practical to produce one since it would be virtually the same as a Genesis system.

Here's how these adapters work: the Power Base Converter for the Genesis system is basically a miniaturized version of the Master System designed to run off the Genesis system's power source. And since Genesis is a 16-bit system and has higher power output than the Master System, this adapter is both technically feasible and cost efficient. Similarly, a Genesis adapter would have to be a version of the Genesis system designed to run off the Master System's power source. However, since the Master System is an 8-bit system, a Genesis adapter would have to be almost the same as the existing Genesis system. For this reason, such an adapter is not as practical as the Power Base Converter.

The Game Doctor will continue to answer as many questions as possible in each issue of Sega Visions. So, gamers, keep those questions coming. Please send questions or comments on any Sega product to:

The Game Doctor
c/o SEGA VISIONS
PO Box 2607
South San Francisco, CA
94080




NILES NEMO IN SEGALAND™
"N.N. meets M.M."
BY BILL KUNKEL & DAVE SULLIVAN
RIGHTEOUS! I'VE EATEN BOB & AL'S RAUNCHIEST PINEAPPLE CHEESECAKE PIZZA...
I'VE BEEN PLAYING "MICKEY MOUSE IN THE CASTLE OF ILLUSION" NON-STOP FOR HOURS...
AND I'M... STARTING... TO GET... SLEEPY...
GENESIS
SEGA GENESIS
CASTLE OF ILLUSION STARRING MICKEY MOUSE
I'M GONNA DO IT! I'M GONNA MEET... MICKEY MOUSSZZZzzz...
WAKE UP! WAKE UP, I SAY!!
HUNH?
THE WITCH MIZRABEL HAS KIDNAPPED MINNIE! YOU MUST COLLECT THE JEWELS AND SAVE HER!!
LIKE, NO PROBLEMO, WIZENED OLD PERSON, MY MAN MICKEY IS ON THAT CASE...
I'M JUST HERE TO MEET HIM! SEEN THE LITTLE DUDE?
SEGA
OH. SORRY ABOUT THE SPEECH, THEN. I HAVE TO GIVE IT TO EVERYONE WHO STARTS THE GAME...
AND IF YOU SEE MICKEY, GIVE HIM THIS. HE DROPPED IT THE LAST TIME HE WAS BY.
SURE, DUDE!
NOW TO FIND MICKEY, I SUGGEST YOU CHECK THE FIRST DOOR ON YOUR LEFT—OR IS IT THE SECOND? NO, THE FIFTH! OR IS IT—?
NO BIGGIE, I'LL JUST CHECK 'EM ALL!


HEY, DUDES, ANYBODY HERE SEEN MICKEY MOUSE?
SUUURE WE SEEN 'IM! I TRIED TO STUMP HIM!
I TRIED TO PUT THE BITE ON HIM!
I TRIED TO CLOBBER HIM!
I TRIED TO LANCE HIM A LOT!
I TRIED TO POISON HIM!
AND WE TRIED TO POLINATE HIM!
BUT THE LITTLE GUY GOT AWAY!!
LIKE, I SEE...
SLAM
WHEW! CAN'T SAY I'M DISAPPOINTED HE WASN'T IN THERE!
BAM
THUD
WHOMP
WONDER WHAT'S IN HERE?
COOOOOOOOL!
IT'S TOYLAND! RADICAL!
AND... THERE'S MICKEY!
WHOA, DUDE! YOU DON'T KNOW WHAT I'VE GONE THROUGH TO FIND YOU!
WHY, IF IT ISN'T NILES NEMO! PLEASED TO MEET YOU!
OH, NOOO!! NILES LOOK OUT!
CRASH
THOSE SEGA DREAMS ARE TUBULAR! BUT WHY DO I ALWAYS WAKE UP WITH SUCH A HEADACHE?!
THUS ENDS ANOTHER FORTY WINKS FOR THE WORLD'S COOLEST DUDE! BE HERE NEXT TIME FOR ANOTHER TRIP INTO THE MIND OF THE MAN WHO DREAMS VIDEO GAMES... NILES NEMO!!



Fun and Games with the Stars!

Oh, those wacky Hollywood folks! They'll do anything for the camera. If they aren't playing pranks on each other on film, they're performing circus tricks. Now, your favorite child and teen network stars are taping themselves in carnival competitions for your viewing pleasure. And it's all for charity.

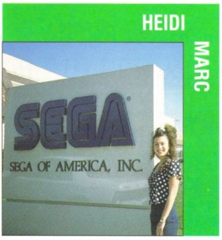
Sega is in the spotlight, as Sega Genesis presents *Challenge of the Network Kids*, which is being taped this spring at Universal Studios in Hollywood for a mid-June broadcast. Sorry, but we can't reveal who will be taking part, but let's just say you'll be seeing TV's youngest and best stars in action like you've never seen them before. In teams of four, the stars will be going head-to-head in carnival games, boat races, and other wild and crazy contests.

You'll get the benefit of an evening of unusual (and free) entertainment. And some way cool organizations -- Mothers Against Drunk Driving (MADD), United Cerebral Palsy, Easter Seals, and the Make A Wish Foundation — will get the benefit of the prize money. Not a bad deal all around.

As they say in the TV biz, check your local listings for the date, time, and station in your area. Then stay tuned to that channel for fun and games with the stars!

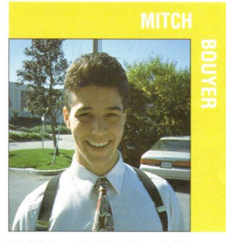
Meet Sega's Game Counselors!

HEIDI MARC



Hobbies: Waterskiing, shopping, working out on my Stairmaster.
Date Started: December '87
Favorite Game: *Mickey Mouse* - There are a lot of secret rooms in *Mickey Mouse.* If you look very carefully you should be able to find some.

MITCH BOUYER



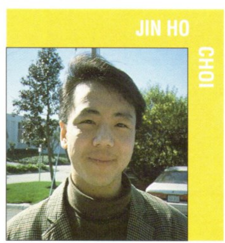
Hobbies: Mobile Disc Jockey, dancing, weight lifting, swimming, video game playing,
Date Started: December '88
Favorite Games: Master System: *Phantasy Star*. Genesis: *Strider, Mystic Defender, Fatal Labyrinth, Sonic the Hedgehog.*

THERESA WOODBERRY



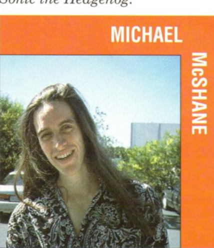
Hobbies: Gymnastics, tennis, water sports, jazz dancing, sewing and working out.
Date Started: January '90
Favorite Game: *Mickey Mouse* - If you use the bounce attack on all the Bosses you should be able to beat them pretty easily.

JIN HO CHOI



Hobbies: I enjoy collecting comic books; my favorite comic illustrator is Jim Lee. A lot of my free time is spent deep in the pages of fictional novels.
Date Started: July '90
Favorite Game: Genesis: *Phantasy Star II* - While in combat, continuously hit the B button. This will keep your characters from getting attacked more than once.

MICHAEL McSHANE



Hobbies: Taking care of my reptiles, playing guitar and collecting records and CD's.
Date Started: February '90
Favorite Game: Genesis: *E-SWAT*- If you go through the levels slowly the enemies don't come out as fast. When you're just about to die put your weapons on the regular shot and you won't lose your special weapons.

JOE PEREZ



Hobbies: Collecting comics and Japanese animation, reading science fiction horror books & drawing (...and of course playing with my Genesis system!)
Date Started: April '90
Favorite Games: *Mickey Mouse. Strider* hint: Jump on the little robots with raccoon hats and destroy them without being hurt! But, time this so the robots are directly below you.



Continued from page 41

HERE IS THE SOLUTION TO THE PUZZLE FROM PAGE 35...

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        I
   UNICYCLE
 Z  Y O O R
POLICEMAN ALEX
 O R  B  F  C T
 MOONWALKER THOR
   N  T  D KO M
ITCHY   BOB PITCH
   E EA  R AL H   E
  MAP SEGA  AXE P L
   D  H H CES BUSTER
    GORGON  M O Y V
    P A S SEISMIC E
        T P C B HANG
       ESWAT   CO  E
          C ALF FLAME
          E   I O D  M
             TRUXTON  E R
              E   L  G I
               CYBERBALL
                O S A  EGG
                U C L  Y F
                 YELLOW   O
                  N O ENERGY
                  TIGER  C A
                      E TEAM
                    ROW E  O
                      OUT  T
                      L ROBOT
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The Great Sega Brush-Off, Take #2

Um, well, it, uh, seems like we made a, uh, little mistake in the last issue when we announced The Great Sega Brush-Off. Okay, okay, so we made a *big* mistake: we forgot to tell you where to send your entries. You guys are such nit-pickers.

Lots of you were quick to call us on our omission — in fact, several hundred gamers caught us napping (you know how tiring playing video games can be). For those of you who were unable to tear yourselves away from your drawing boards long enough to track down the contest address, we've extended the deadline for submissions to May 15.

So here's the scoop:

Draw a picture of any Sega character, in color or black-and-white, from any Sega Master System or Genesis game. We'll accept art-

work up to a maximum size of 11" by 17", one entry per gamer. VISIONS will judge all drawings (and we're having a blast doing it: you guys are great!) and will choose the winners. First prize is a spanking new portable Game Gear. Three second prize winners will receive five Genesis games each, and 10 third prize winners will get one Genesis game each. Look for the winning drawings in future issues!

And here's the missing piece of the puzzle: the address! Send your art entry to:

The Great Sega Brush-Off
c/o The Communiqué Group
42 Glen Avenue
Newton Centre, MA 02159

If you sent your entry to Sega in California, don't worry: they've given them all to us.

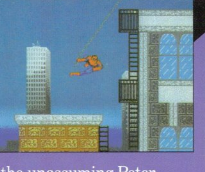
All Great Sega Brush-Off submissions become the property of Sega of America, Inc. and cannot be returned. Sega and/or VISIONS reserves, without obligation, the right to reproduce, copy, or in any way use all artwork submitted.

SPEAK OUT

Here's your chance to exercise your rights as a savvy Sega player and make this your magazine. Send us your suggestions, opinions, reactions and ideas. We'll not only give a listen, we'll give a t-shirt to 5 lucky gamers drawn at random each month from our reader response cards. So put your Two-cents in (actually, 19¢ if you count the postcard stamp) and let your voice be heard by gamers everywhere!

COMING ATTRACTIONS

SPIDERMAN™
Sega Genesis System



What's this! The police are after Spiderman because they think he's about to blow up New York City?!

It's a frame-up, of course. The real villain is King Pin, Spiderman's arch enemy. Dodging the police, Spiderman uses his web-slinging powers to move around each level. Disguised as the unassuming Peter Parker, he earns money for web fluid by selling photos of his conquered enemies.

With some help from the elusive Dr. Strange, Spiderman tackles the infamous Dr.Octopus and his metal tentacles in the warehouse.

In the sewers, Spiderman battles The Lizard as well as rats, alligators, and falling bricks. When all seems under control, the sinister Venom kidnaps Spiderman's girlfriend.

Adversaries lurk everywhere. It's a sticky situation, and it's on its way to your Genesis system.



SHINOBI
Game Gear

Joe Musashi has traveled from the arcade to the Sega Master System, and now he's coming to Sega's spanking new Game Gear portable system. And he's lost none of his power and excitement along the way.

Over the years, Musashi has fought battles, triumphed over evil forces, and even outfought armies of machine-gunners. But he has never faced the terror that lies ahead in Neo City. Neo Zeed, the Master of Evil Spirits, wants to take over the world. Five ninjas who have attempted to stop Neo Zeed are already in captivity helplessly under the powerful spell of Master Zeed. Musashi must rescue his fellow spellbound ninjas so that they can combine their strengths to have a fighting chance to conquer the evil Zeed's powerful black magic. In this Game Gear version, the fate of the world is in your hands

-- in more ways than one!

PHANTASY STAR III
Sega Genesis System

First, there was *Phantasy Star,* a science fantasy of intriguing proportions. Then came *Phantasy Star II*, larger and more complex. Now there's *Phantasy Star III*, eclipsing both of its acclaimed predecessors.

Phantasy Star III presents you with seven challenging worlds to discover. The action is so involved, it takes place over the course of several generations, and calls on more than 20 possible characters who grow up, marry (or not), have children, and die. The exact cast and the story line depend on your decisions in the game, which has four possible endings.

The graphics are more intricate, the battle scenes are more intense. No other video game has this much complexity, layers, details, and possibilities. *Phantasy Star III* will exceed your wildest expectations and leave all other games in the dust.

WATCH FOR REVIEWS OF THESE HOT NEW GAMES IN AN UPCOMING ISSUE OF SEGA VISIONS!



This is it – a realtime war simulation game!

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flow of information, we decided that all
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Four times a year, you'll get the priceless strategies,
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all at no charge!
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and drop it in the mail.
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